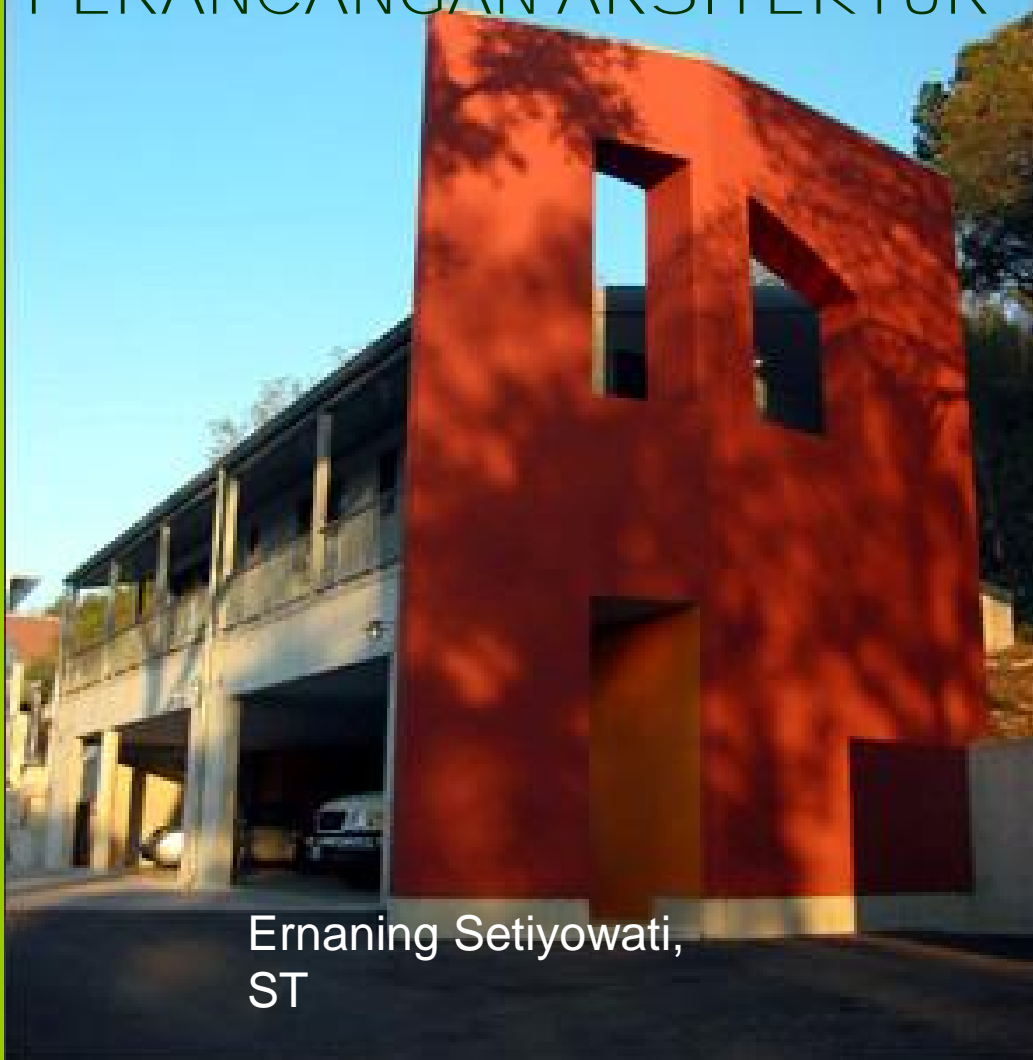


SPAV

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STUDIO PERANCANGAN ARSITEKTUR V

TEMA DAN KONSEP DALAM
PERANCANGAN ARSITEKTUR



Ernaning Setiyowati,
ST

Fantasy, imagination, reality

Someone who has a good sense of fantasy:

A person who has the mental ability to generate images of things or situations that have not existed before.

Fantasy: the ability of a person to generate images that cannot be realized in reality (fantasies exist only in the mind (dreams and visions))

Imagination: the ability of the mind to see what is not real (the



The goal of fantasy and imagination

The final goal of the imagination process: the state of realization of the visualization of an idea, a mental picture, or of a building.

It's not imagination in itself, but rather creative imagination.

Imagination belongs to the sphere of thought, while creativity refers to the sphere of making

Aristotle: "One phase of the productive process is called thinking and another making: that which proceeds from the starting point and from the form is thinking; that which proceeds from the end point of the thinking is making"

Creativity is the process by which the imagination exist in the world.

Creativity in architecture

Architecture is a multidimensional, comprehensive discipline. As Alvar Alto said, “Architecture is a synthetic phenomenon covering practically all fields of human activity.” it is an art and a profession, and it is a state of mind. To be an imaginative and creative architect, therefore you have to have imagination and to be creative at many levels, some purely artistic and intellectual, others scientific (technology, structure, material, equipment) and professional (due process, ethics, business).



Creativity in architecture

Building that solved more than one problem were simply good building. Buildings can be creative whether they excel in one or more respects or whether they excel in total, as an average of their components. There is creativity in totality, as well as in the parts and the detail. There is creativity with regard to the concept, and there is creativity with regard to all the components of architecture. It is certainly an extraordinary task to create a building that is 'excellent' and at the same time 'creative' in all respects.

The element of creativity in this art can be seen as the unique way of dealing with and handling each situation, each building as a complex match of unimaginable and often unmanagable sets of rules and circumstances.

Good and creative architecture comes from a balance between carefree, fun, play, on one hand, and serious on the other

CREATIVE THINKING

FIRST INSIGHT

Formulation of problem

PREPARATION

Conscious attempt at solution

INCUBATION

No conscious effort

ILLUMINATION

Sudden emergence of idea

VERIFICATION

Conscious development

PROBLEMS

COMMUNICATION

Difficulty defining our idea to ourselves (designing = conversation = dialog)

Merancang = percakapan antara kita dan gambar kita

INEXPERIENCE

Considered as unfamiliar aspect of architecture

IDENTIFYING APPROPRIATE HIERARCHIES

Faktor pengambilan keputusan

Difficulty deciding if an idea is a brilliant concept or an awful one

CONCEPT

- POTENTIAL SOLUTION : Problem – prinsip merancang – solusi
- A general idea derived or inferred from specific instance or occurrences
- Something formed in the mind : a thought or notion (pemikiran)
- Ideas that integrate various elements (ideas, notions, thoughts, observations) into a whole. Komponen kecil komponen besar
- Suggest a specific way that programmatic requirements, context, and be can be brought together.
- An idea about the appropriate relationship between the part of the project
- A statement of an ideal set of relationship among several architectural elements
- It is a thought concerning the way several elements or characteristics can be combined into a single thing
- It is a result of a concentrated and imaginative effort to bring apparently dissimilar things together

FORM OF CONCEPT

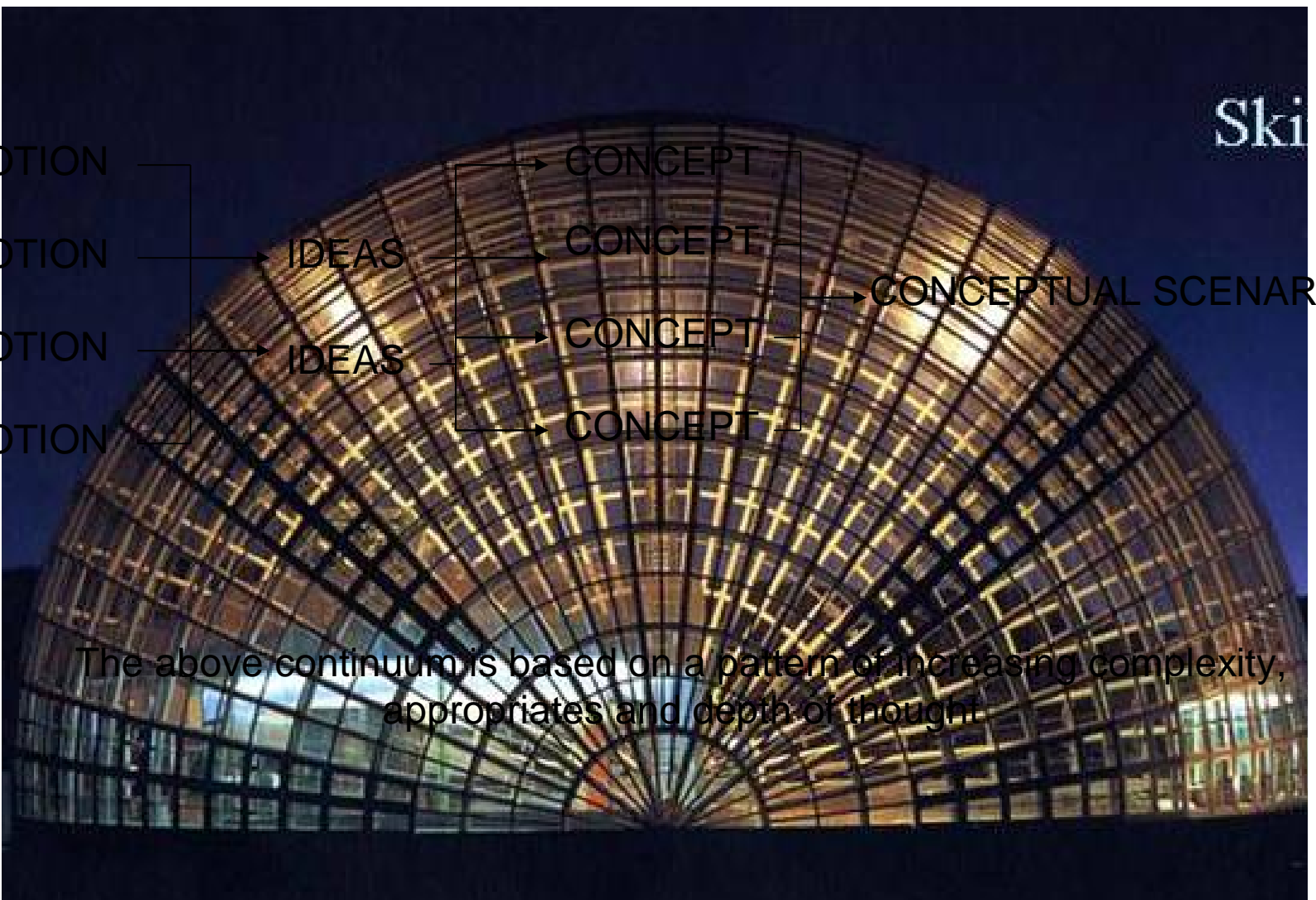
- A statement / scenario
- A scheme / diagram
- Sketches



A THEME

Is a specific pattern of
idea that recurs
throughout the design
of a project

DEVELOPING CONCEPT



TYPE OF CONCEPTS

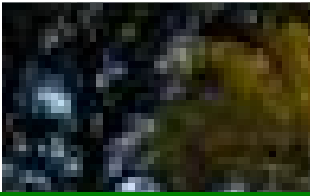
- Looking at other things
- Identify possible literal (on a point basis) relationship between things

Sub type: direct, personal, symbolic, fantasy, physical, organic, cultural analogy

- Looking at abstractions
- Identify abstract relationship between things (the spirit of the things)

ANALOGIES

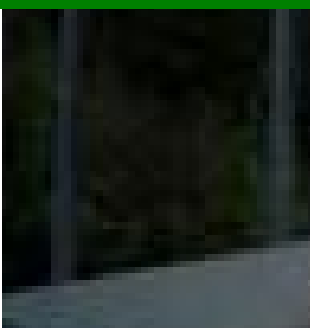
SYMBOLS : SYMBOLIC ANALOGY



CONCEPTS

- Looking beyond the programmatic needs
- Insight into the most critical and Intrinsic aspect of the thing (the roots of an issue)

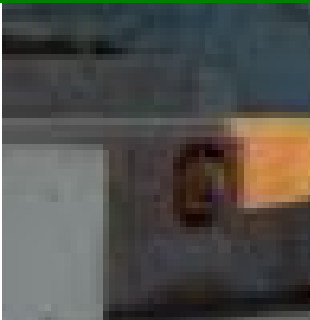
Sub type: an airport is an expression of movement and travel, a hospital is a sterile environment



PROGRAMMATIC/PRAGMATIC CONCEPTS

- Looking at the stated requirements
- Problem solving / direct responses

Museum: double level and street like circulation pattern

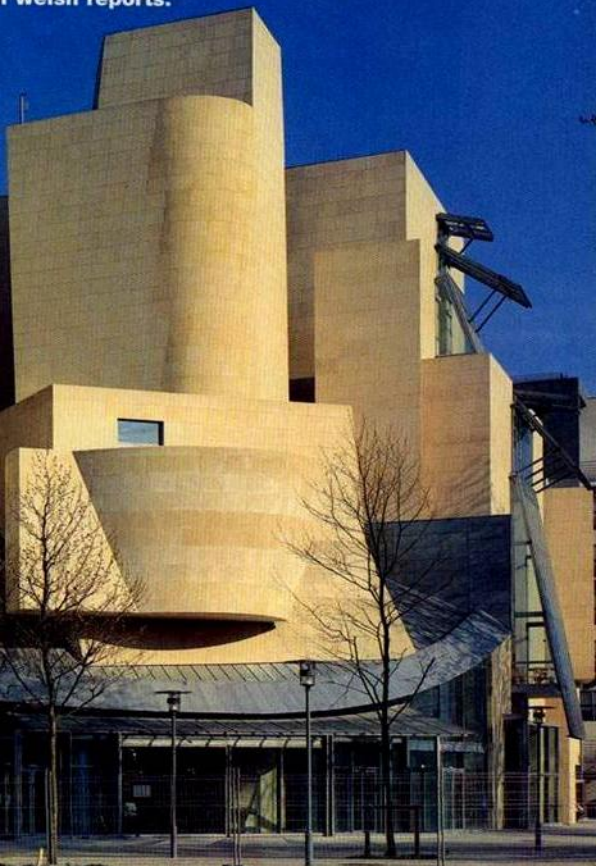


- Looking at universal values
- Contained in values external to the problem

Energy conservation, universal space

COMPLEXITAS GEOMETRY

American was considered until the opening of American Center's new building in Paris' love affair with all in Welsh reports.



HIGH TECH ARCHITECTURE



Photo: Chicon Photography



REGIONALISM ARCHITECTURE



EN ARCHITECTURE

